

## **BACKGROUND OF THE INVENTION**

The invention pertains to the field of computer programming contained within existing a stand alone, non-integrated electronic redemption bingo machines. The inventor encountered difficulties in several jurisdictions regarding the legality of operating a stand alone, non-integrated electronic redemption bingo machines in which the credits "won" by the successful play of the machine are commingled with the credit received when money was deposited into a machine ("paid" credits). In certain jurisdictions, it is legally preferable to have the "won" credits and "paid" credits separated into distinct classifications so as to not be classified as "free replays", which, in some jurisdictions, may be illegal to operate.

Additionally, the inventors, wanting to increase the skill of the game and/or the player's control over the operation of a game, devised a system to utilize an electronic flipper in which the player has the determination as to the pattern of the balls in play.

## **BRIEF SUMMARY OF THE INVENTION**

The invention modifies a stand alone, non-integrated electronic redemption bingo machine to separate “won” credits and “paid” credits into distinct categories, thereby eliminating “free replay” feature concerns encountered by the inventors in certain jurisdictions. The inventors also enhanced the skill of a game with the installation and coordination of an electronic flipper to enhance the player’s control over the outcome of a game, thereby opening the game to new jurisdictions.

## **BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS**

**Figure #1 is a diagrammatic illustration of the game processor with the additional external processor used in a game apparatus.**

**Figure #2 is a block diagram of an external processor used in a game apparatus.**

**Figure #3 is a flow diagram illustrating a process present in a first version of a program as submitted.**

**Figure #4 is a flow diagram illustrating a process present in a second version of the program submitted.**

**Figure #5 is a diagram illustrating the layout of the physical component of the standalone, non-integrated electronic redemption bingo machine.**

**The following concepts are incorporated in a stand alone, non-integrated existing electronic bingo game in order to add new skill features and enhance existing features.**

## **DETAILED DESCRIPTION OF THE INVENTION**

### **PROGRAM**

A program, in conjunction with physical modifications to the bingo game, was developed to modify a subject machine to accept US Dollars, with coin acceptance also being possible. A series of timed dollar bill validator or coin mechanism pulses transfers inserted money amounts to a microprocessor that stores the pulses in memory, thereby permitting the accessing of the memory and displays the pulses as "Paid Credits", a new category. Pulses can be configured to any monetary pulse combination desired, with the most common configuration being \$1.00 equal to 20 credits, with each credit having a value of \$0.05.

In the first version, play of the machine may only be initiated by using "paid credits". Another category, labeled "won credits", was also established to account for any credits won by the player through the play of the machine. Through this process, there is a strict accounting of credits paid and won by the player and limits are placed on what the player can do with each amount. If insufficient "paid credits" remain to begin play, more money must be inserted to begin play, even if sufficient "won credits" are available. "Won credits" must be used to play additional balls within a game prior to being able to use any "paid credits" for this purpose. Remaining "won credits" are electronically transferred to a ticket dispenser or printer at the player's option when play is complete.

A second program version works as described above, but combines both "paid credits" and "won credits" into a new category labeled "credits". This allows a machine to start a new game if sufficient "credits" remain, regardless of whether such credits are paid for or have been won. The player has the option of electronically transferring the "credits" to the ticket dispenser or printer when play is complete.

## **MACHINE**

A machine has been adapted to accommodate electro mechanical flippers that players may use to alter the course of the balls on the playfield of a game. The flipper is mounted in the existing playfield of a machine and powered by a separate power supply, with the engagement button being installed at the upper, front, right side of the body of a machine. Additionally, the cabinet of a machine has been altered to include a metal cabinet, mounted to the front of the floor, next to the main door, to house the dollar bill acceptor as well as the printer or ticket dispenser, which have both been wired into the hardware and harness.

## **DISPLAY**

The “back glass” of a machine has been altered to reflect the two (2) versions of Programs, with a first version having “paid credits” and “won credits” while a second version has only “credits”.